

MARVEL

COMMANDER ROGERS
STEVE ROGERS

MASTER TACTICIAN

At the beginning of your turn, if there is at least one revealed Order Marker on this card, you may rearrange any unrevealed Order Markers on cards in your army. You may move Order Markers from cards of your destroyed figures.



HUMAN

UNIQUE HERO

AGENT

DEDICATED

MEDIUM 5

TRAINED TO PERFECTION

Before attacking with Commander Rogers, you may choose to either:

- attack any or all figures adjacent to Commander Rogers, rolling each attack separately; or
- add one automatic skull when attacking an adjacent figure.

PHOTONIC ENERGY SHIELD

If Commander Rogers would receive one or more wounds from a normal or special attack, ignore one of those wounds. If Commander Rogers rolls excess shields when defending against a normal attack from a figure within 5 clear sight spaces, the attacking figure receives one wound.



5
LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 5

260

POINTS

